

# SAMURAI SHODOWN 2

POCKET FIGHTING SERIES

Distributed by:  
 SNK Corporation of America  
 17 Great Oaks Blvd., San Jose, CA 95119  
 (408) 292-4550  
 www.snkusa.com

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NEOGEO POCKET™ COLOR

## WARNING

To get the most enjoyment out of this and other NEOGEO POCKET video games, we encourage you to follow the suggestions below:

- Take a 10 or 15 minute break after every hour of gameplay.
- Do not store the game cartridge in extreme hot or cold conditions.
- Do not attempt to open or take apart the cartridge.
- Do not clean with benzene, paint thinner, alcohol or similar solvents.

### (EPILEPSY WARNING)

•The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition please consult your physician before playing video games. Individuals who have not experienced any previous seizures

may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games consult your physician: involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation and convulsions.

## GREETINGS!

Thank you for your purchase of this NEOGEO POCKET HANDHELD GAME SYSTEM software cartridge.

Before you begin, be sure to read through this user's manual and learn how to play the game properly for extended gaming entertainment.

Keep this user's manual in a safe place.

\* Because screen shots shown in this user's manual were taken during the development stage of this game, be aware certain variations may exist.

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## NEOGEO POCKET MAIN UNIT CONTROLS AND FUNCTIONS

### Joystick

Move character, jump, crouch, guard / Move cursor (selection of items)

### A Button

Attack (Strength and weakness determined by length button is pushed) / Decide

### B Button

Fake Out / Cancel (Commands, etc.)

### OPTION Button

Pause game play (Push again to resume play.)

\*For further details on character movement, see pp. 8 to 9.



## Game Screen



### 1 Character Panel Display

Shows player character's face.

### 2 Power Gauge

Rises when hit by opponent and increases attack strength when it reaches MAX.

### 3 Remaining Time

Displays time remaining in the round.

### 4 Personality Display

Displays character's sword type (Chivalry or Treachery).

### 5 Supplemental Ability Panel Display

Displays Methods of Mayhem added to a character.

### 6 Match Number

Can be changed from 1 to 3 in the Option mode (See p. 14).

### 7 Rage Gauge

Displays amount of remaining power; when it's all used up, the game ends.

## Beginning Game Play

- 1 Pushing the A button on the Title screen calls up the Game Mode screen. Select the desired mode using the joystick and push the A button to begin the mode.



### 1P PLAY SURVIVAL

A one-player story mode.

A mode without a continue option in which you take on as many opponents as you can before being defeated. When you lose against an opponent, the game automatically ends.

### VS PLAY

A mode for two-player competition with the separately sold NEOGEO POCKET LINK CABLE (See p. 10).

### COLLECTION

A mode that lets you check and trade graphic cards (See p. 12).

### OPTION

A mode that lets you change various game settings (See p. 14).

- 2 When the Character Select screen is displayed, select the desired character and push the A button to confirm your choice. Next, select a personality type (either Chivalry or Treachery) and push the A button to confirm your choice and begin the match. When a different personality type is selected, the same character can use different Methods of Mayhem.

## CONTINUE

When you lose a match in the "1P PLAY" or "VS PLAY" modes, the Continue screen will appear. When you want to continue game play, push the A button.

## CHARACTER MOVEMENT COMMANDS

Arrow marks (→) represent joystick directions, and **A, B** are abbreviations for buttons.

### BASIC COMMANDS (For characters facing right)

<b>Forward</b>	→ (Press →→ quickly for the "Bakufu Blitz" Step-In Attack.)
<b>Backward</b>	← (Press ←← quickly for the Flying Retreat.)
<b>J u m p</b>	↖ or ↑ or ↗
<b>Crouch</b>	↙ or ↓ or ↘
<b>G u a r d</b>	← (Stand) or ↙ (Crouch) when attacked.
<b>A t t a c k</b>	A (Press briefly for a "Weak" attack / Press longer for a "Strong" attack)
<b>Fake Out</b>	B



## CHARACTER MOVEMENT COMMANDS

### Other Commands (When the character is facing right)

<b>Escape Step-In</b>	During escape →
<b>Escape Step-Back</b>	During escape ←
<b>Shish Kabob Toss</b>	Near opponent, → + A (pressed down at length)
<b>Body Snag</b>	Near opponent, ← + A (pressed down at length)
<b>Passivity Roll</b>	Before being knocked down, push A or B
<b>Forward Rise</b>	→ when down
<b>Backward Rise</b>	← when down
<b>Rising Middle Attack</b>	A when knocked down
<b>Rising Low Attack</b>	B when knocked down
<b>Rage Explosion</b>	A, B pushed down simultaneously
<b>Flash Attack</b>	A, B pushed down simultaneously during Rage Explosion
<b>Hidden Methods of Mayhem</b>	When the rage gauge reaches MAX, ←→ ↓ + A
<b>S C S *</b>	← or → or ↓ + B, then AAA or ABB or BBB

\*"SCS" stands for "Samurai Combination System" which enables combination slice moves.

## VS PLAY

With the separately sold NEOGEO POCKET LINK CABLE, link two NEOGEO POCKET units together and play a two-player VS MATCH.

### 1 Preparations to Start

(Things you need)

- NEOGEO POCKET Main Units ..... 2 units
- "Samurai Shodown 2" Software Cartridges .... 2 cartridges
- NEOGEO POCKET LINK CABLE ..... 1 cable

Connect the two NEOGEO POCKET units with the NEOGEO POCKET LINK CABLE and correctly insert the software cartridges in both units. Turn both of the units on.

### 2 Starting Game Play

After both units show the title screen, both players should push the A button, select "VS PLAY" on the Game Mode Select screen, and push the A button. When each player selects a character, personality type, and level, two-player game play will begin.

#### \*WARNING

If preparations are not correctly made, the cable is pulled out or inserted during game play, the game will not run normally. If the game malfunctions, turn the power switch of each unit off once and then follow the procedures from step 1 again.

## COLLECTING GRAPHIC CARDS

### Getting Graphic Cards during Game Play

By meeting certain conditions during game play, you receive a graphic card (these are automatically saved in the Collection Mode). By entering the Collection Mode, you can see collected cards (see p. 12).



### Graphic Card Privileges

New Methods of Mayhem commands are written on graphic cards. After choosing a character and personality type, if you have the selected character's card, a screen appears showing the effect of the card on the player.

### Trading Graphic Cards with Communication Links

By using the separately sold NEOGEO POCKET LINK CABLE, you can trade collected graphic cards with other players (see p. 13).

## COLLECTION MODE

Select "COLLECTION" on the Game Mode Selection screen to call up the Collection Menu screen. Select the menu with the joystick and push the A button to confirm. Operations in each menu are: Select items with the joystick. Push the A button to confirm selections. Push the B button to return to the previous screen.



### Card Check

When the Collection Check screen is displayed, you can see how many cards you have collected by looking at the card panel on the screen. As in VS MODE play, connect two NEOGEO POCKET main units with the NEOGEO POCKET LINK CABLE, insert the software cartridges in the main units, and turn both main units on. Basic commands are: Select items with the joystick, push the A button to confirm selections, push the B button to return to the previous screen.

### Commands for Giving Away Cards

First, enter Collection Mode, select "Send Card" from the Collection Menu, and push the A button. Next, push the A button when the message appears to call up the menu on the screen, select "CHOOSE", and push the A button again.

## COLLECTION MODE

From the card panel at the bottom of the screen, select a card or cards to give away and push the A button (up to 8 cards can be exchanged at a time). When all cards to be given away are selected, push the B button to return to the menu, select "TRADE", and push the A button. When the message to confirm your trade appears, select "YES" and push the A button to begin the transfer of cards. When the transfer is completed, select "RETURN" and push the A button to return to the Collection Menu screen.

### Commands for Getting Cards

Enter Collection Mode, select "GET" from the Collection Menu, and push the A button. The screen will enter a stand-by state. After this, wait until all of the cards have been sent. When the data reception has been completed, simple details of cards received will be displayed (cards can be seen in greater detail in "Card Check" mode).

## OPTION MODE

In this mode, the various game settings such as difficulty and match time can be changed. Move the joystick up and down (↑↓) to select an item, and then move it right or left (←→) to change setting contents. To return to the Game Mode Select screen, push the B button or select "EXIT" and push the A button.



- **LEVEL** Change game difficulty for "1P PLAY" games to one of three levels.
- **POINT** Select from 1-, 2-, and 3-fall matches.
- **TIME** Change the time of each round for "1P PLAY" games.
- **VS POINT** Select from 1-, 2-, and 3-fall matches for VS PLAY.
- **VS TIME** Change the time for each round for "VS PLAY."
- **BGM** Listen to the BGM (Background Music) for each round.
- **SE** Listen to the sound effects used during each round.

## Character and Methods of Mayhem Commands

### Command Chart Symbols

- " → " Direction to move the joystick (when characters are facing right)
- "A, B" Abbreviations for buttons

\*The force, content, and directions of Moves of Mayhem will vary based on the length buttons are pushed down.  
\*All "Secret Moves" apply to each character (see p. 9).  
\*In addition to commands shown below, there are various other commands. Find them. If you dare!





## Character and Methods of Mayhem Commands

### ASRA



#### CHIVALRY

REFI SHULL

→ ↓ ← + AA + BA

SHED MOOSA

↓ ↘ → + A

ROFE LEF

→ ↓ ↘ + A

NOH AHMU

← ↓ ↙ + B

HIDDEN SECRET METHOD OF MAYHEM:  
THANATUS

#### TREACHERY

LE ILLE BAQUE

↓ ↘ → + A

LES MALS

→ ↓ ↘ + A

LES SHIMA

→ ↓ ← + A

LE TAG RAGOO

↓ ↘ → + B

HIDDEN SECRET METHOD OF MAYHEM:  
LES FA LA

## Character and Methods of Mayhem Commands

### TAIZAN MOROSUMI

#### CHIVALRY

FLAME

↓ ↘ → + A

WIND

→ ↓ ← + A

THUNDERBOLT

→ ↓ ↘ + A

SLASH

← ↓ ↙ + A

HIDDEN SECRET METHOD OF MAYHEM:  
RAGING HEAVEN

#### TREACHERY

FLAME

↓ ↘ → + A

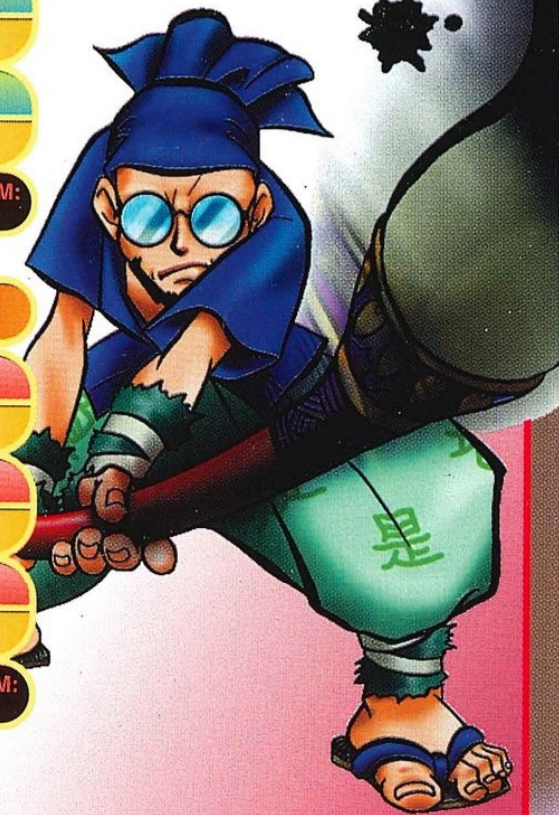
ERUPTION

→ ↓ ← + A

IMPRISONMENT

↓ ↘ → + B

HIDDEN SECRET METHOD OF MAYHEM:  
FLAMING BLAST



Character and Methods of Mayhem Commands

CHARLOTTE



CHIVALRY

POWER GRADATION

→ ↓ ↘ + A

TRIAD SLASH

↓ ↘ → + A

HIDDEN SECRET METHOD OF MAYHEM:  
SPASH GRADATION

TREACHERY

POWER GRADATION

→ ↓ ↘ + A

BIO NET RUSH

↓ ↘ → + A

HIDDEN SECRET METHOD OF MAYHEM:  
CRYSTAL ROSE

Character and Methods of Mayhem Commands

SHIKI



CHIVALRY

HEAVENLY HALO BLAST

→ ↓ ↘ + A

DAW FLASH

↓ ↘ → + A

NETHERWORLD TOSS

→ ↓ ↘ + B

NECK SLICE

← ↓ ↙ + B

HIDDEN SECRET METHOD OF MAYHEM:  
MAGIC WAVE HEAVEN

TREACHERY

WHEEL OF JUSTICE

↓ ↘ → + A

EPHEMERAL BOP

↓ ↙ ← + A or B

THE VOID

↓ ← → + B

MASH OF MUTABILITY

← ↓ ↙ + A

HIDDEN SECRET METHOD OF MAYHEM:  
COLORFUL CURSE

# KAZUKI KAZAMA



## CHIVALRY

STATIONARY STRIKE

↓ ↘ → + A

GLANT DEATH BLAST

→ ↓ ↘ + A

FLAMES OF DISASTER

↓ ↙ ← + B

DISUPTION ERUPTION

← ↓ ↙ + B

HIDDEN SECRET METHOD OF MAYHEM:  
IN THE INFERNO

## TREACHERY

IMBROGLIO ATTACK

← ↓ ↙ + A

FLAMING HOT HADES

→ ↓ ↘ + A

FLAMING KNIGHT'S EXPLODING TIGER SLASH

→ ↓ ← + B

EXPLOSION OF RIGHTEOUSNESS

(↓ ↘ → + A)x3

HIDDEN SECRET METHOD OF MAYHEM:  
CRAZY AWAKENING

# SOGETSU KAZAMA



## CHIVALRY

MOON GLOW

→ ↓ ↘ + A

LUNAR RING SWING

↓ ↘ → + A (During jump)

SPIRIT SUMMONS

↓ ↙ ← + B

ECLIPSE

↓ ↙ ← + A

HIDDEN SECRET METHOD OF MAYHEM:  
LUNAR WATERSPUT WAVE

## TREACHERY

RISING MOON

→ ↓ ↘ + A

REFLECTING MOON

↓ ↙ ← + A

LOTUS WHIRLPOOL

(↓ ↘ → + A)x3

HIDDEN SECRET METHOD OF MAYHEM:  
HEAVENWARD LOTUS

Character and Methods of Mayhem Commands

# HAOHMAL



## CHIVALRY

CRESCENT MOON SLASH

→ ↓ ↘ + A

SECRET CYCLONE SLASH

↓ ↘ → + A

SAKE BOTTLE BASH

↓ ↙ ← + B

TITAN TOSS

→ ↓ ↘ + B

HIDDEN SECRET METHOD OF MAYHEM:  
SLASH OF SUPREME JUDGMENT

## TREACHERY

CRESCENT MOON SLASH

→ ↓ ↘ + A

SECRET CYCLONE SLASH

↓ ↘ → + A

SECRET EARTHQUAKE SLICE

← ↙ ↓ + A

POWER BURST

→ ↓ ↘ + B

HIDDEN SECRET METHOD OF MAYHEM:  
LORD OF HEAVEN SMITE

Character and Methods of Mayhem Commands

# GENJURO KIBAGAMI



## CHIVALRY

LIGHTNING WINGS

→ ↓ ↘ + A

CHERRY BLOSSOMS SLICE

↓ ↙ ← + A

TRIPLE DEATH HACK

(↓ ↘ → + A)x3

DEATH DROPS

→ ↓ ↘ + B

HIDDEN SECRET METHOD OF MAYHEM:  
FIVE PHOTON SLICE

## TREACHERY

DEATH OF 100 DEMONS

↓ ↘ → + A

EVIL GOD POMMELER

→ ↓ ← + AA

PURPLE SUNSET

← ↙ ↓ + A

HIDDEN SECRET METHOD OF MAYHEM:  
QUINTUPLE PHOTONS OF ANTI-MATTER

# NAKORURU



## CHIVALRY

KAMUI RISSE

←↓↘+A

ANNU MUTSUBE

←↘↓+A

LELA MUTSUBE

→↓↘+A

MAMAHAAH GRAB

↓↘←+B

HIDDEN SECRET METHOD OF MAYHEM:  
IRUSKA YATRORI MUSSE

## TREACHERY

KAMUI SHIKITAY

↓↘→+A

WOLF POUNCE

↓↘←+B

MY SHIKITAY

During "Wolf Pounce," ←↘↓+A

KANTO SHIKITAY

During "Wolf Pounce," →↓↘+A

HIDDEN SECRET METHOD OF MAYHEM:  
IRUSKA EMUSHI NEWA SHIKITAY

# RIMNEREL

## CHIVALRY

LUPU QUALL

↓↘→+A

KONRIL NO NO

→↓↘+A

UPUN WO

↓↘←+A

KONRIL SHIRA

During jump ↘ or ↓ or ↘ + A

HIDDEN SECRET METHOD OF MAYHEM:  
LUPU KAMUI EMUSH

## TREACHERY

LUPU TEC NUM

→↓←+B

KONRIL NYU

↓↘←+A

KONRIL SHIRA

During jump ↘ or ↓ or ↘ + A

KAMUI SHTOKKE

←↓↘+A

HIDDEN SECRET METHOD OF MAYHEM:  
RUYAN BEKON RUNOCHOO



# HANZO HATTORI



## CHIVALRY

NINJA WINDSPLITTER

↓ ↘ → + A (During jump)

EXPLODING DRAGON BLAST

↓ ↙ ← + A

EXPLODING ATOM FLASH

→ ↓ ↘ + B

SKY CICADE BOOGIE

← → ↓ ← + A

HIDDEN SECRET METHOD OF MAYHEM:  
WILD WHIRL WIND DIRK

## TREACHERY

SHADOW SPLITTER

← → ↓ ← + A or B

SHRIKE DROP

→ ↓ ↘ + B

SPIDER DASH

↓ ↘ → + B

THUNDERBOLT

→ ↓ ← + B

HIDDEN SECRET METHOD OF MAYHEM:  
SUBLIME SHRIKE SLAM

# GALFORD



## CHIVALRY

SHADOW COPY

← → ↓ ← + A or B

RUSH DOG

↓ ↘ → + A (Pressed shortly)

MACHINE GUN DOG

↓ ↘ → + A (Pressed down)

STRIKE HEADS

↓ ↘ → + A (Pressed shortly)

HIDDEN SECRET METHOD OF MAYHEM:  
D.D.D

## TREACHERY

REPLICA ATTACK

← → ↓ ← + A or B

PLASMA BLADE

↓ ↘ → + A

STRIKE HEADS

→ ↓ ↘ + B

LIGHTNING SLASH

↓ ↙ ← + B

HIDDEN SECRET METHOD OF MAYHEM:  
T.B.C

## Character and Methods of Mayhem Commands

### UKYO TACHIBANA



#### CHIVALRY

##### SWALLOW SWIPE

During jump ↓ ↘ → or + A

##### CONCEALED SABRE SNOWFALL SLASH

↓ ↙ ← + A

##### BLADE OF ZEN SNOWFALL SLASH

↓ ↙ ← + B

##### AVALANCHE

→ ↓ ↘ + B

**HIDDEN SECRET METHOD OF MAYHEM:**  
STEAMING SEXTET

#### TREACHERY

##### SWALLOW SWIPE

During jump ↓ ↘ → + A

##### MORNING CALM

← ↓ ↙ + A

##### STILL OF EVENING

← ↓ ↙ + B

##### MIST OF DREAMS

↓ ↙ ← + A or B

**HIDDEN SECRET METHOD OF MAYHEM:**  
GHOSTLY AFTERIMAGE MIST

## Character and Methods of Mayhem Commands

### JUBEI YAGYU



#### CHIVALRY

##### GEYSER THRUST

↓ ↘ → + A

##### TSUNAMI SABLE

→ ↓ ↘ + A

##### SABRE THRASH

↓ ↙ ← + AA

**HIDDEN SECRET METHOD OF MAYHEM:**  
JELLYFISH THRUST

\*Enter the Hidden Secret Method of Mayhem command and push the A button to perform the move.

#### TREACHERY

##### GAYSER THRUST

↓ ↘ → + A

##### HEAVENLY EXTERMINATOR

↓ ↙ ← + A (Pressed down)

##### ASSURED DESTRUCTION SWIPE

↓ ↙ ← + A (Pressed shortly)

##### GEYSER DEATH THRUST

↓ ↙ ← + B

**HIDDEN SECRET METHOD OF MAYHEM:**  
FURIOUS STRING OF STORMS

## Character and Methods of Mayhem Commands

### THE PROMPTER

Select the Prompter in the Character Select screen to transform him into another character at random.



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